

ASH KNOWLES

Senior Gameplay Programmer

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WHO AM I?

A senior gameplay programmer passionate about creating engaging and memorable player experiences. With experience on a range of projects for different platforms, including console launch titles, I'm eager to bring my passion and expertise to a team where I can continue to learn, grow, and make a meaningful impact in the games industry.

GAME CREDITS

2023 – Present 3+ years	Sea of Thieves Developed several major gameplay features including the first new weapons in 10 years, aided in the release of the PS5 release, as well as various quality of life changes and hot topic issues. C++/Unreal Engine	Gameplay Programmer / Rare Ltd
2022 – 2023 1+ years	EA Sports College Football 25 Made significant contributions to the development of the main gamemode the 2025 best selling title powered by the Frostbite Engine. I was responsible for writing, documenting, and maintaining C++ gameplay code. C++ / Frostbite	Gameplay Programmer / EA Tiburon / Lucid Games
2022 – 2022	Madden NFL 23 Changes to the franchise front-end framework. Responsible for writing technical feature briefs and then implementing the feature - ensuring all code quality and integration checks are completed to a high standard. C++ / Frostbite	Gameplay Programmer / EA Tiburon / Lucid Games
2021 – 2022 1+ years	Upcoming AAA Title (NDA) Implemented various gameplay systems in an upcoming console title. Collaborated with a cross-functional team of programmers, artists, and designers to resolve technical and creative challenges. Unable to elaborate due to a non-disclosure agreement. C++ / Unreal Engine	Gameplay Programmer / Sony Playstation / Lucid Games
2019 – 2021 2+ years	Destruction Allstars (PS5) Took technical ownership over several major gameplay features in a PS5 console release title. Using C++ and Unreal Engine, I worked with multiple departments through production all the way to release on this vehicular combat game. C++ / Unreal Engine	Gameplay Programmer / Sony Playstation / Lucid Games

EDUCATION

2019 – 2020	MSc Game Development and Design Completed a Masters in Game Development and Design. Wrote my dissertation on non-linear black hole raytracing algorithms.	University of Lincoln
2015 – 2018	BSc Games Computing Pursued a degree in Games Computing and completed courses in Physics Simulation, Procedural Content Generation, Maths for Computing and other relevant modules.	University of Lincoln

TECHNOLOGIES

C++, C, C#, Unreal Engine, Unity, Frostbite, OpenGL, DirectX, SDL, SFML, .NET, HTML, Javascript, Actionscript

Perforce, Jenkins, Git, SVN

HOBBIES

Climbing
Photography
Music production

QUOTE

If you're going to do something, you might as well do it well.